

## Buat stl

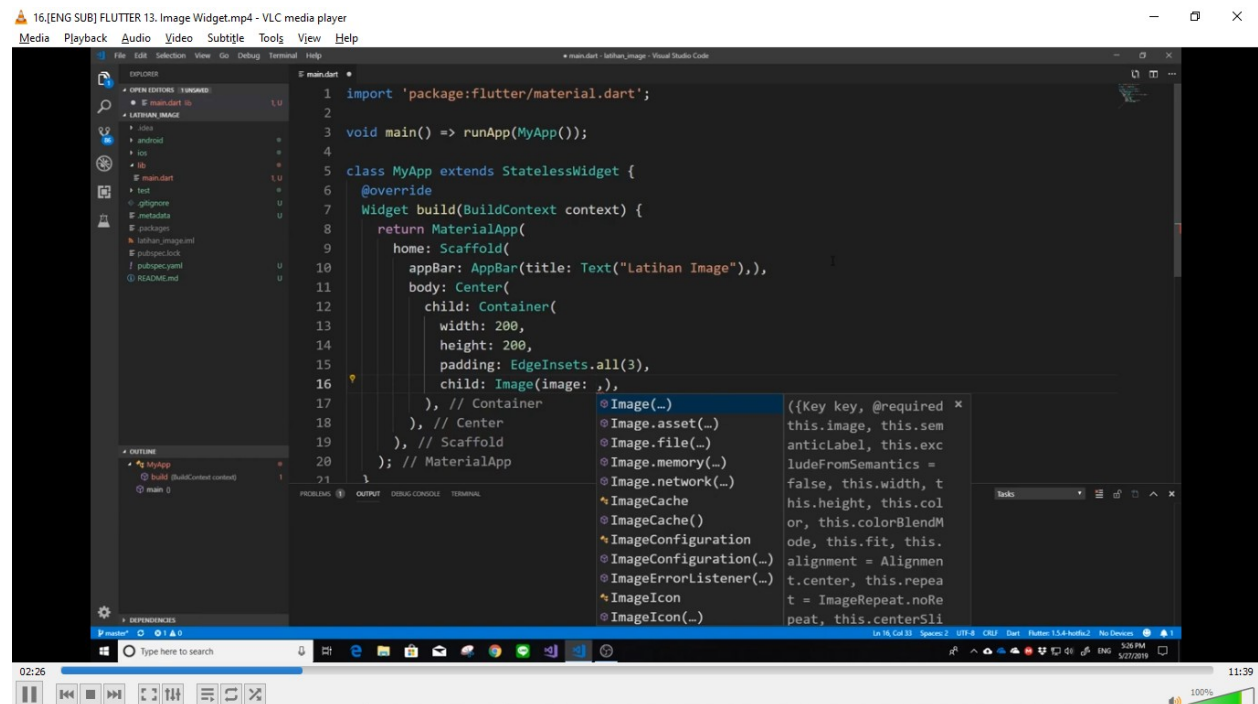
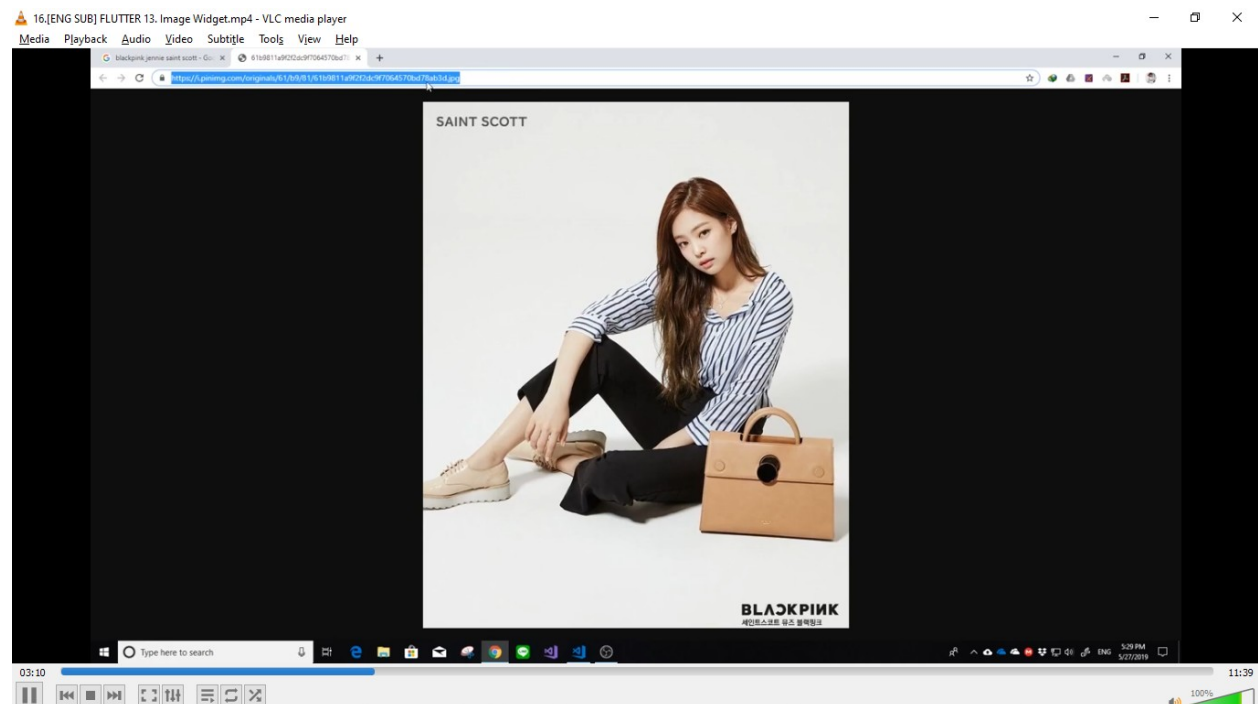
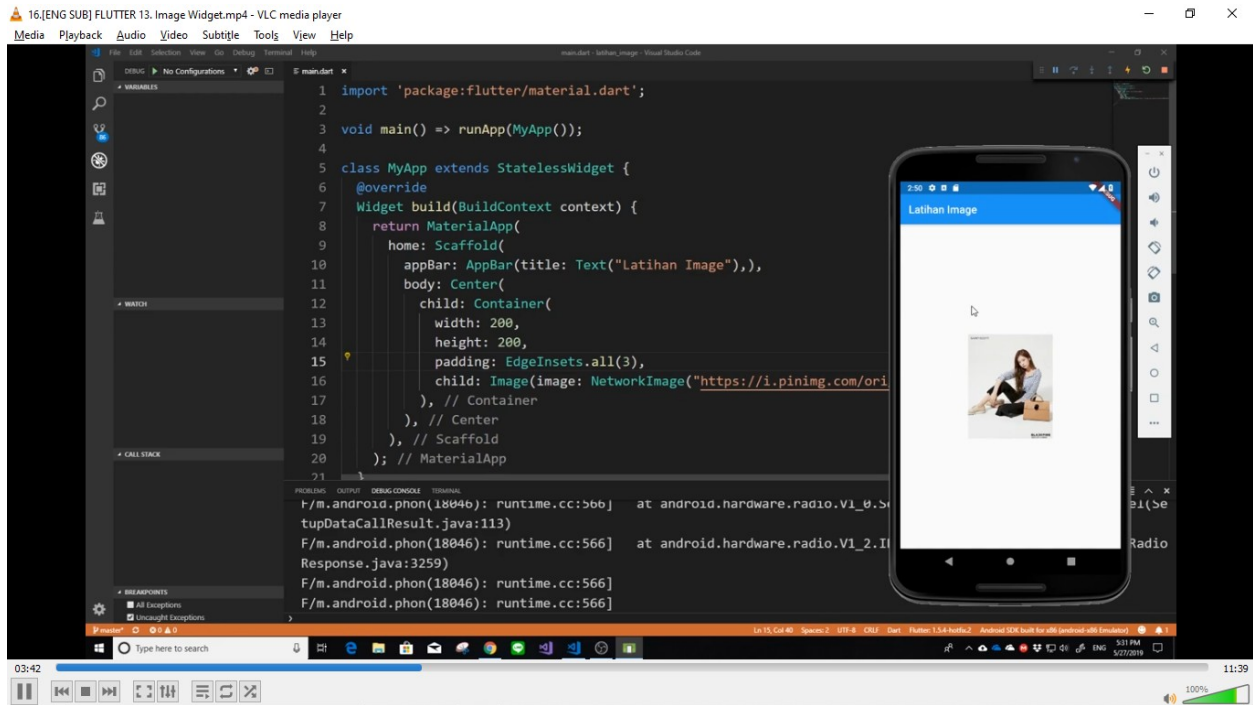


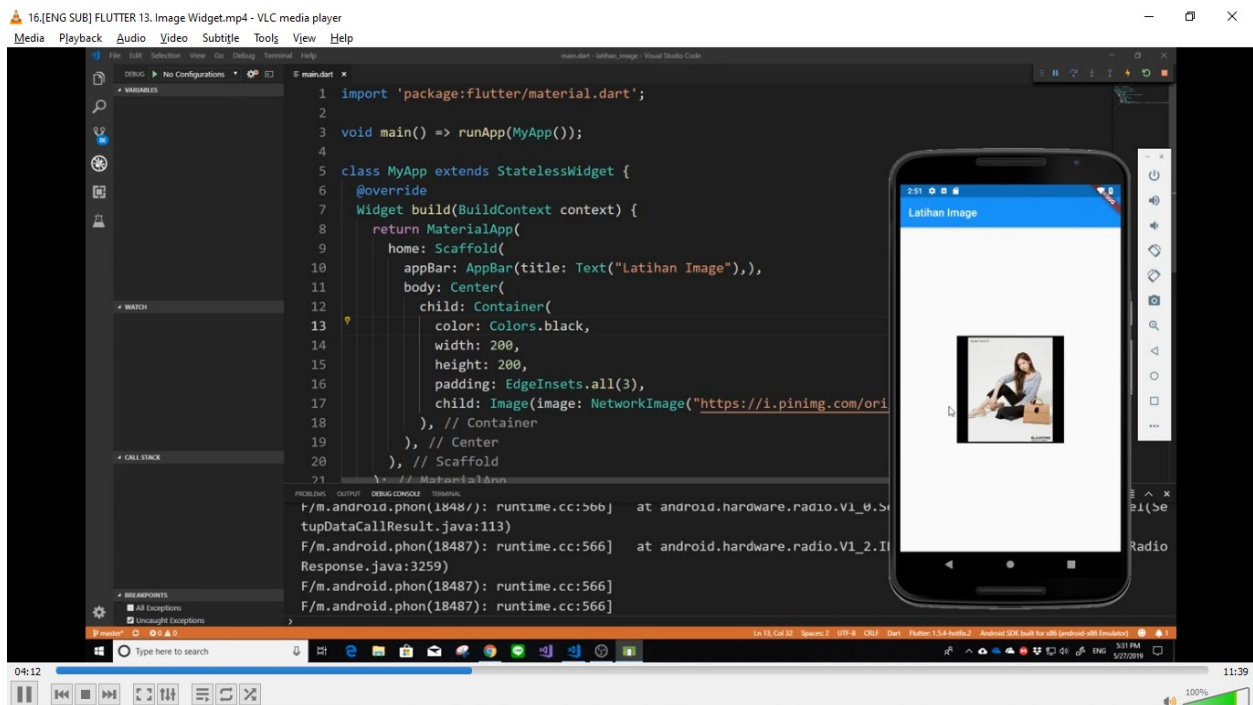
image ada 2 macam ada untuk internet dan local

Pertam gunakan internet

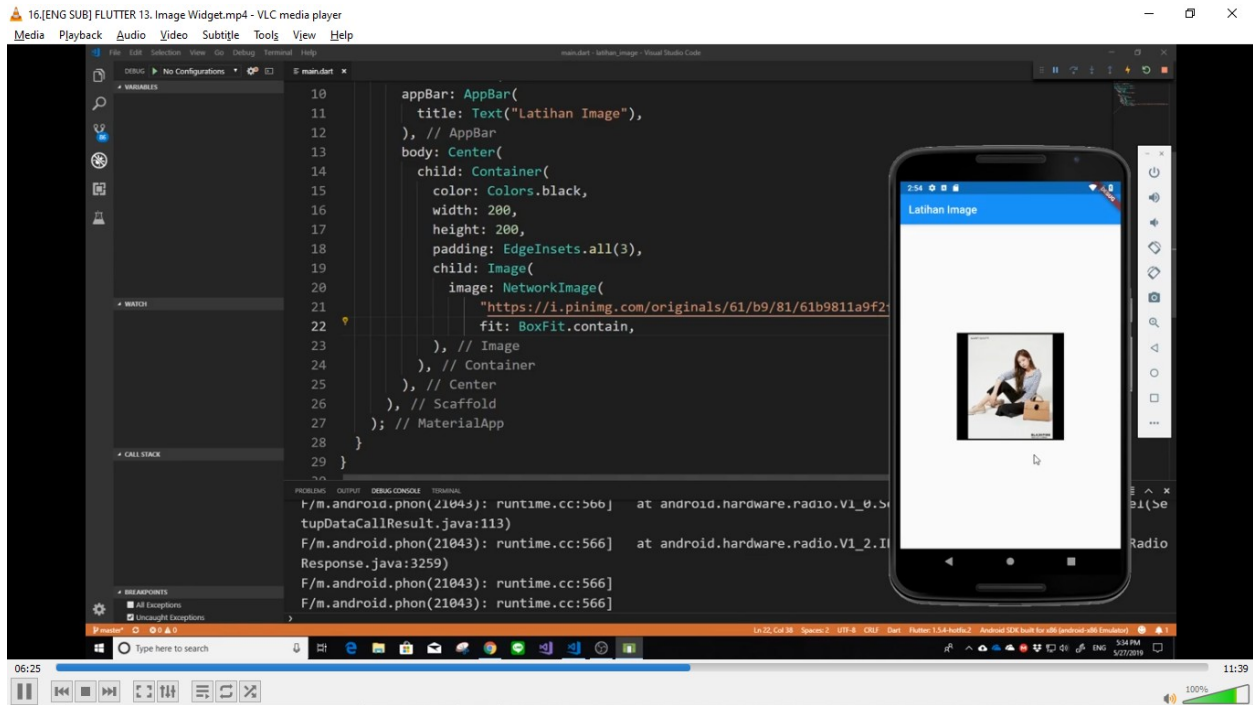




Biar lebih jelas kasih warna



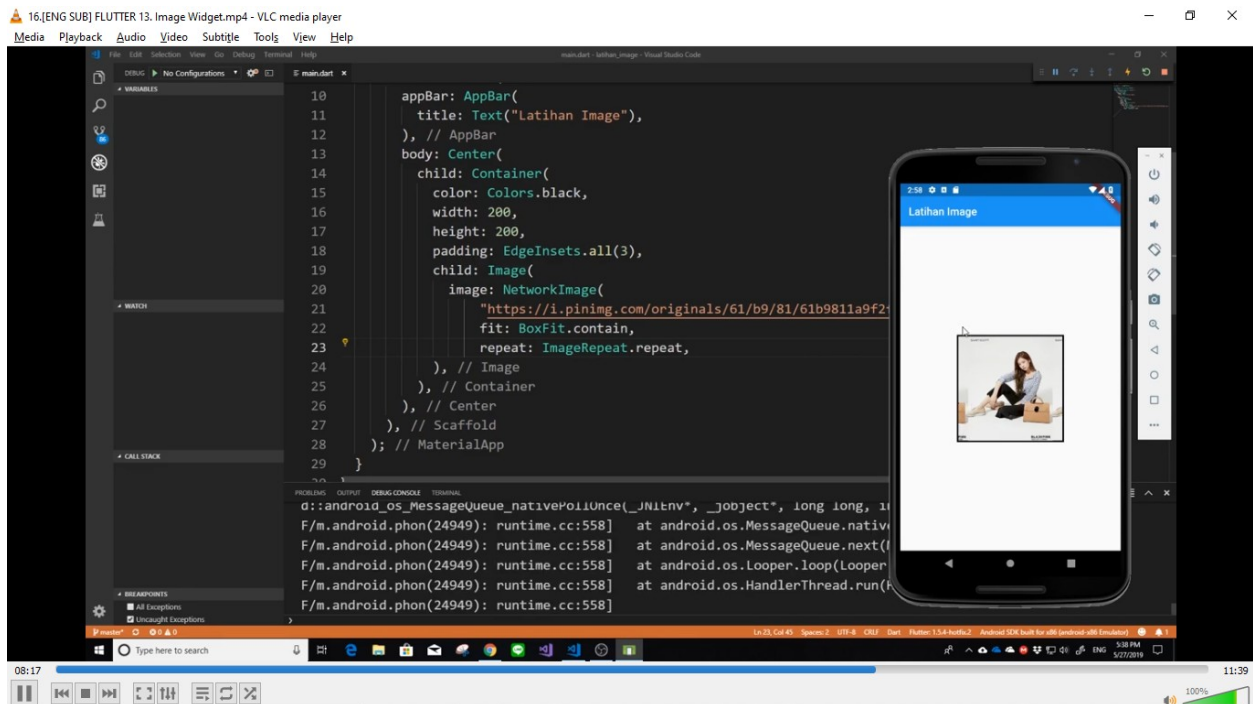
Gunakan fit agar gambar sesuai kan



bisa juga buat gambar secara berulang2

Pakai yg containt

Disini maka berulang

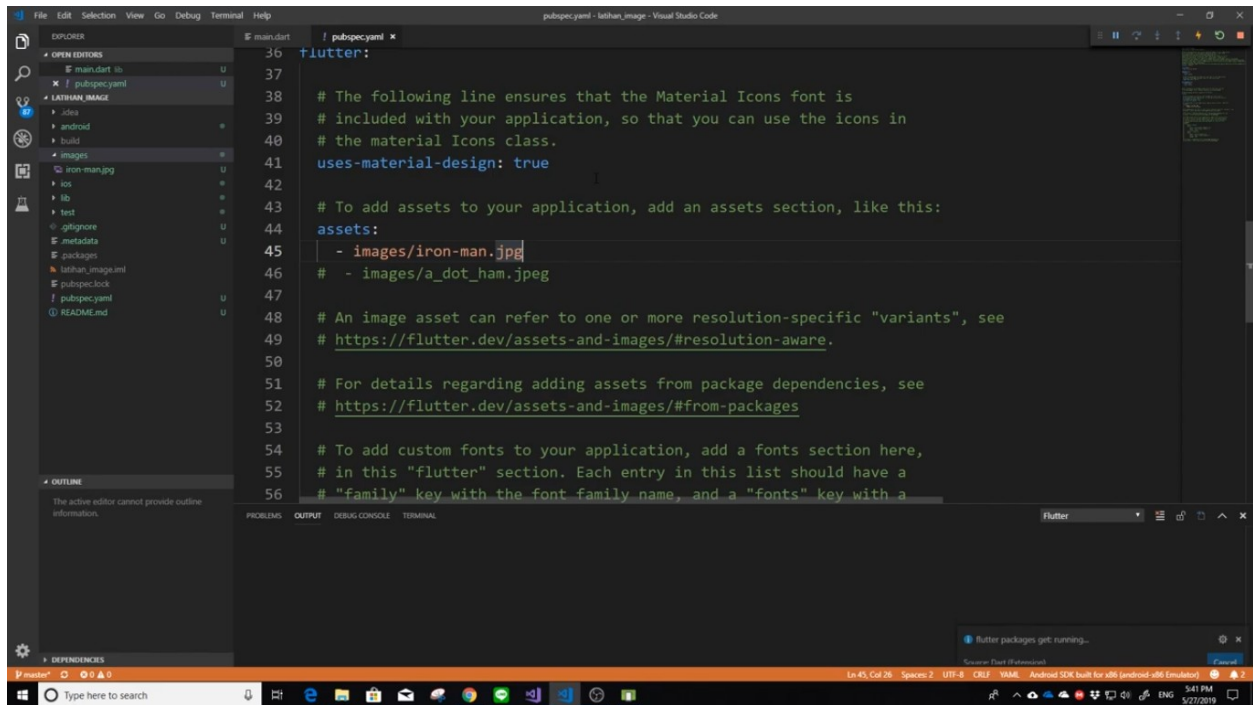


Untuk local

Buat folder asset dan copykan gambar nya

Dan jgn lupa daftar pubspec.yaml

Buat sesuai letak



```
flutter:

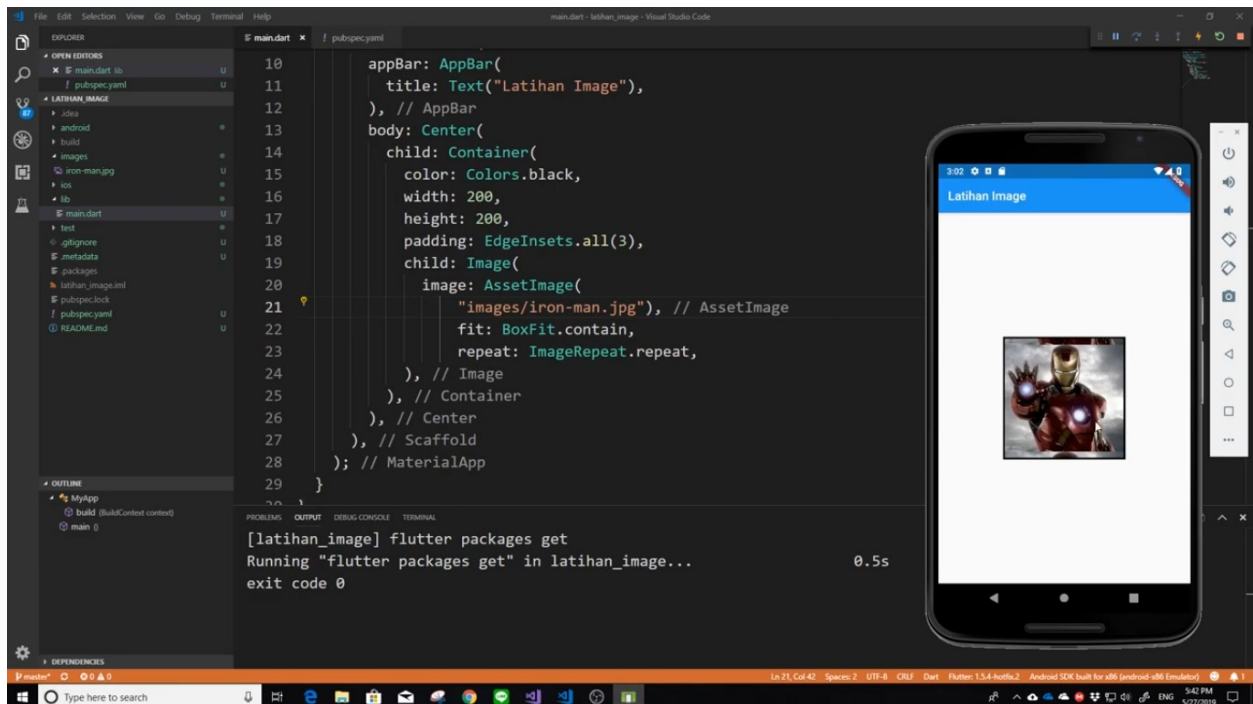
  # The following line ensures that the Material Icons font is
  # included with your application, so that you can use the icons in
  # the material Icons class.
  uses-material-design: true

  # To add assets to your application, add an assets section, like this:
  assets:
    - images/iron-man.jpg
    - images/a_dot_ham.jpeg

  # An image asset can refer to one or more resolution-specific "variants", see
  # https://flutter.dev/assets-and-images/#resolution-aware.

  # For details regarding adding assets from package dependencies, see
  # https://flutter.dev/assets-and-images/#from-packages

  # To add custom fonts to your application, add a fonts section here,
  # in this "flutter" section. Each entry in this list should have a
  # "family" key with the font family name, and a "fonts" key with a
```



```
AppBar(
  title: Text("Latihan Image"),
), // AppBar
body: Center(
  child: Container(
    color: Colors.black,
    width: 200,
    height: 200,
    padding: EdgeInsets.all(3),
    child: Image(
      image: AssetImage(
        "images/iron-man.jpg"), // AssetImage
      fit: BoxFit.contain,
      repeat: ImageRepeat.repeat,
    ), // Image
  ), // Container
), // Center
), // Scaffold
); // MaterialApp
```

[latihan\_image] flutter packages get  
Running "flutter packages get" in latihan\_image...  
0.5s  
exit code 0